PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01212

METAL SLUG X™

SNK

agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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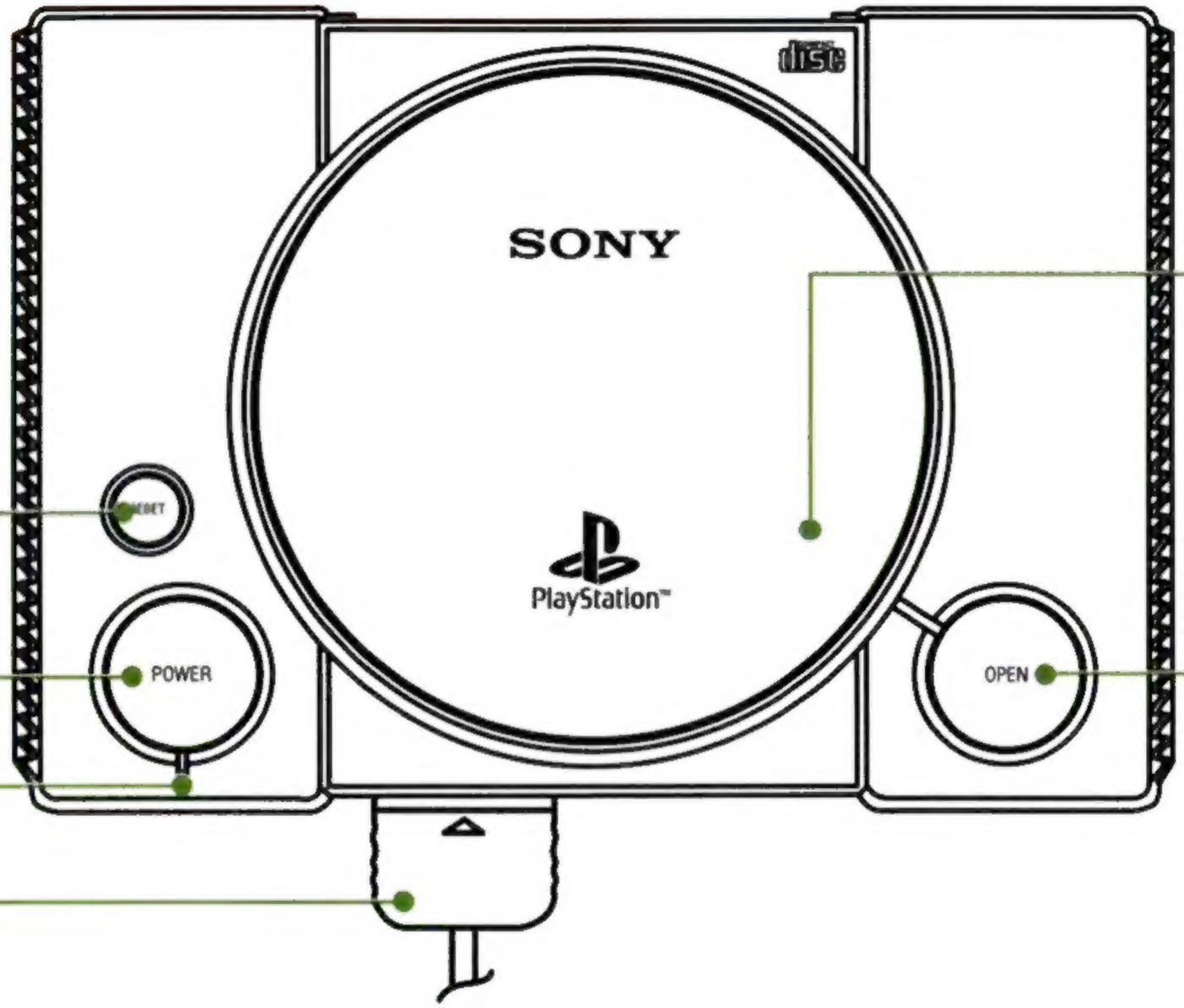
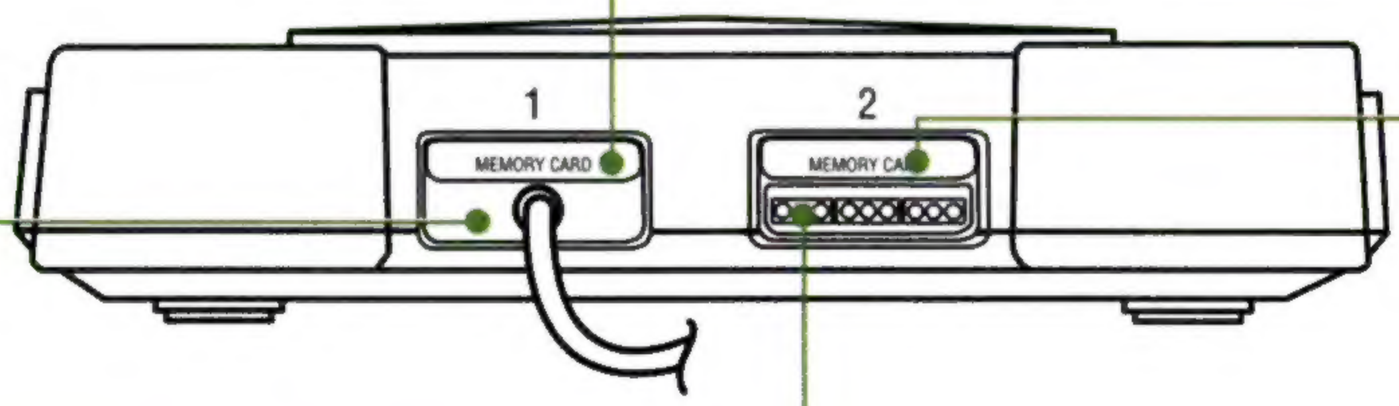
Thank you for purchasing METAL SLUG X, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

CONSOLE INSTRUCTIONS

TOP VIEW

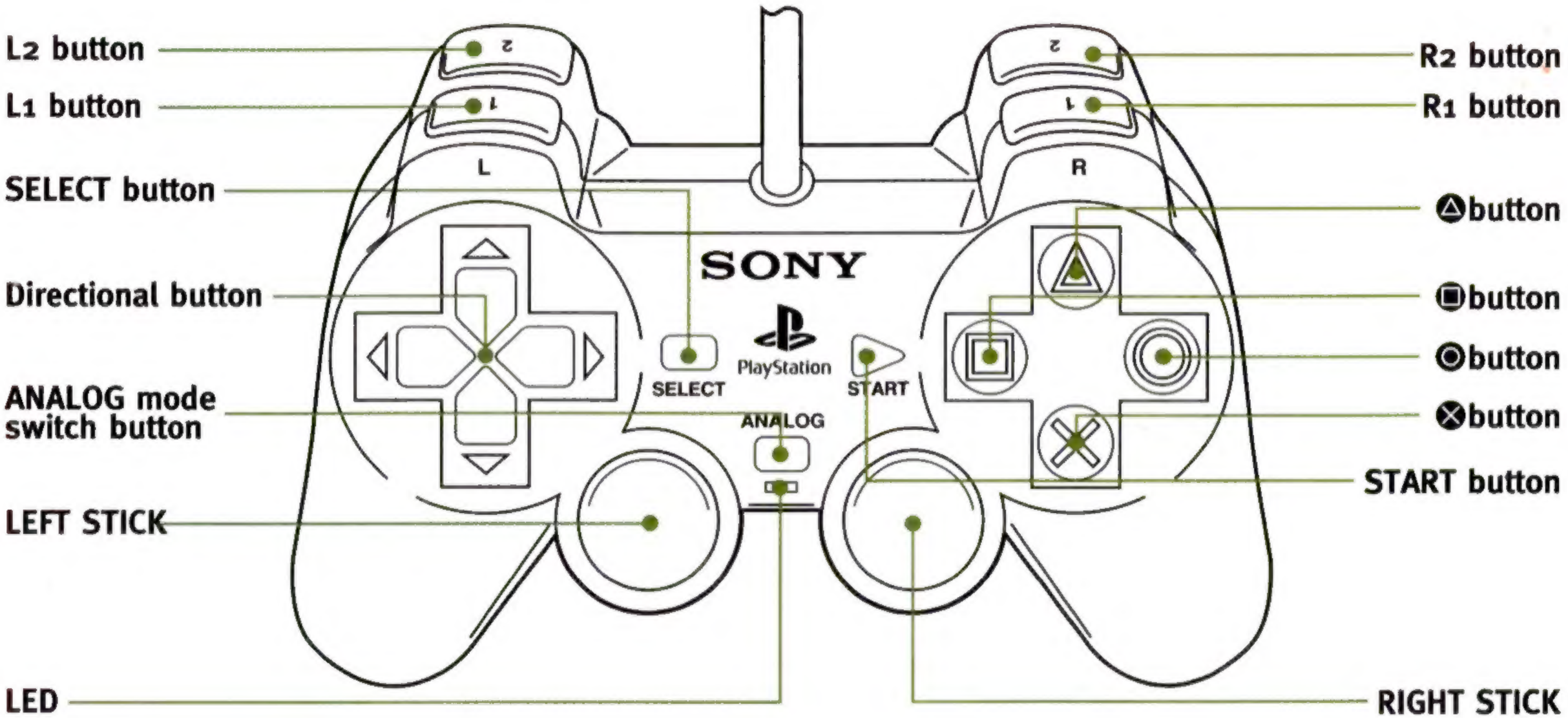


FRONT VIEW



Set up your PlayStation game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert **METAL SLUG X** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

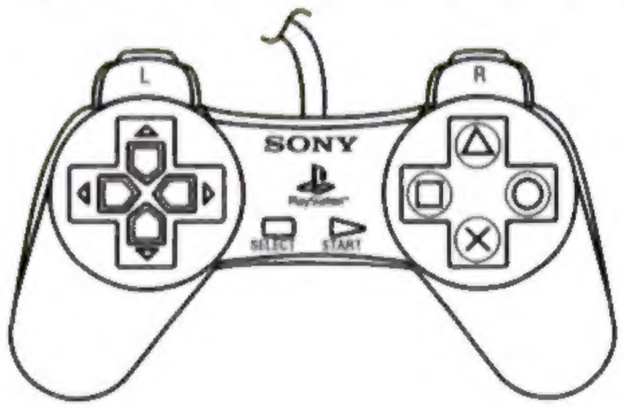
DUALSHOCK™ ANALOG CONTROLLER



- Simultaneously press the SELECT, ○, ⊗ and □ buttons during a game to return to the TITLE screen.
- This game supports the DUALSHOCK™ analog controller's vibration function. This function will work with the LED on or off.
- The controller's vibration function can be turned ON/OFF from the OPTION menu.
- The LEFT/RIGHT sticks are not used in this game.
- Users can change the default button configurations by accessing the OPTION menu (1P / 2P KEY CONFIG.).

NOTE: Compatible only in Digital and Vibration mode.

DIGITAL CONTROLLER



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

URGENT TRANSMISSION

METAL SLUG X

From: Command Center

To: Major Marco Rossi

Major,

As of this moment we are canceling your leave and assigning you a top-priority mission. We have serious concerns about the recent increase in world-wide conflicts. Current Intelligence indicates that the scattered uprisings are the work of a single individual. Your orders are to locate the instigator and eliminate him.

Take a moment to read the materials enclosed herein, as they contain useful information.

That is all.

DIRECTIONAL BUTTONS	MOVE CHARACTER / CHANGE FIRING DIRECTION
○ button	Throw grenade / Fire cannon
✕ button	Jump / Confirm selection
□ button	Fire weapon
△ button	Cancel selection
L1 button	Not used
L2 button	Not used
R1 button	Not used
R2 button	Not used
SELECT button	Not used
START button	Start / Pause game

MEMORY CARD

When using a MEMORY CARD to save game data, please insert it into MEMORY CARD Slot 1 prior to turning on the PlayStation game console. This game requires one free MEMORY CARD block to save data.
(MEMORY CARD Slot 2 is not used).

DATA SAVE / LOAD

Game data can be saved/loaded from the **OPTION** menu available on the **MAIN MENU.**
Select **OPTION** then **SAVE / LOAD.**

Arcade Mission

This is the main mode of play. Your mission, should you choose to accept it, is to seek out the instigator of recent worldwide uprisings, and eliminate him.

Combat School

Even veteran soldiers benefit from continued training to hone their skills. The Combat School offers two training challenges:
SURVIVAL and **PINPOINT.**

Another Mission

This mode consists of bonus missions that become available only after all Arcade Missions have been completed.

Art Gallery

Select the Art Gallery to view a variety of **Metal Slug X** related artwork.

Option

Various game settings can be changed/adjusted here. For example, access the **Option** menu to toggle the controller's vibration feature ON / OFF.

1 Time Remaining

Displays the time limit for each stage. If the timer counts down to zero, you lose one character life from the player's stockpile.

2 Bomb

Displays the number of grenades, missiles and cannon shells (when in a vehicle) remaining.

3 Arms

Displays the amount of ammunition remaining in your character's weapon.

4 Score

Displays the player's current score.

5 Damage Gauge

When operating certain vehicles, this gauge is filled. The gauge decreases as the vehicle takes damage. Once the gauge has been depleted, the vehicle can no longer be used.

6 Lives Remaining

Displays the number of character lives remaining.

Clearing Missions

Successfully complete a mission by guiding your character to the end of the mission and defeating the boss character that resides there.

Mission Select

As each new mission is entered, it becomes available on the Mission Select screen. Use the Directional buttons to make mission selections and confirm selection by pressing the ⊗ button. Missions that have not been cleared will not be available on the Mission Selection screen.

2P Mode

When starting a new game, press the **START** button on both controllers to begin a 2-player game. Also, a second player can join in a single-player game at *any time by* pressing the **START** button on a controller that is not currently in use.

Continue

When all character lives have been used up, a continue message will be displayed. To continue playing the current game from your character's current location press the **START** button before the countdown reaches zero.

Items can be discovered sitting out in the open, retrieved when a hostage is rescued, and they sometimes drop off defeated enemies.

Heavy Machine Gun
A rapid-fire machine gun.

Big Heavy Machine Gun
An upgrade to the Heavy Machine Gun. It's larger and fires faster.

Rocket Launcher
Fires a rocket that explodes on impact and destroys all enemies in the vicinity.

Big Rocket Launcher
An upgraded Rocket Launcher.

Flame Shot
A devastating flamethrower.

Big Flame Shot
Wreak all kinds of havoc with this upgrade to the Flame Shot.

Laser Shot
A newly devised anti-armor weapon.

Big Laser Shot
An upgraded Laser Shot that fires an even larger beam.

Shotgun
A powerful, close-range weapon.

Big Shotgun
An upgraded Shotgun. This is some of the best firepower available.

HOSTAGES AND POWER-UP ITEMS

DROP SHOT
A short-range round with a lot of bounce.

IRON LIZARD
Rounds fired from this weapon can maneuver around obstacles to attack.

SUPER GRENADE
A destructive anti-vehicle weapon.

ENEMY CHASER
Weak damage, but its rounds always find their target.

OTHER ITEMS

FIRE BOMB
An incendiary grenade.

ARMOR PIERCING AMMUNITION
An armor-piercing round for use with the Metal Slug.

BULLETS
Replenishes weapon ammunition.

BOMBS
Replenishes cannon ammunition.

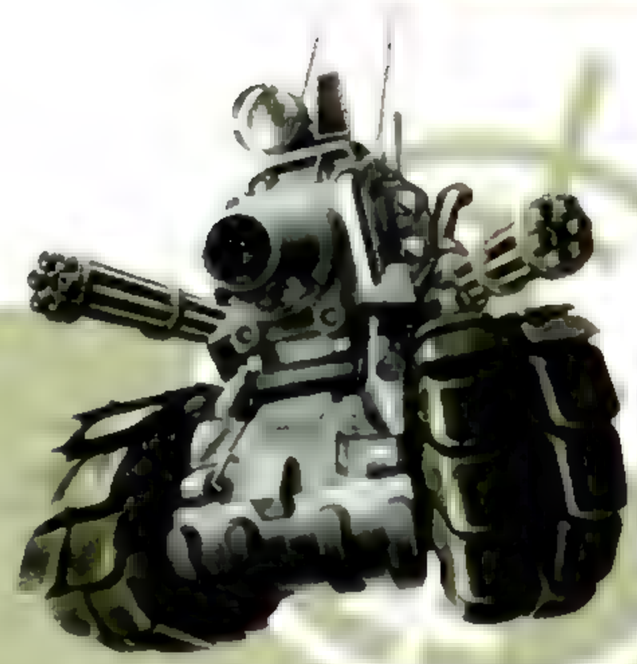
FUEL
Repairs vehicle damage.

FRIEND CHARACTERS

HYAKUTARO ICHIMONJI
Appears in game as a hostage, but once rescued he will fight alongside your character.

RUMI AIKAWA
A fellow mercenary who will generously supply your character with items.

Four different vehicle types await your discovery. When your character comes across these, press the ⊗ button to hop into/onto a vehicle and the ↓ + ⊗ buttons to get out of/off a vehicle.



METAL SLUG

The Metal Slug is a next generation tank. It is capable of firing both normal and upgraded cannon shells and offers improved mobility over its predecessors.

SLUGNOID

The Slugnoid is a bipedal tank, equipped with machine gun arms and a shoulder mounted cannon.

SLUG FLYER

The Slug Flyer is vertical take-off and landing air platform with exceptional maneuverability. It comes equipped with both machine-guns and missiles.

CAMEL SLUG

A camel mounted with a high-power machine gun. It does not carry a heavy cannon, but is a useful desert warfare unit.

Tips (# 1): Simultaneously press the ▢ and ⊗ buttons when in [illegible] to shoot the special *Metal Slug* ATTACK!

Instructor Meg is waiting for you when you enter the Combat School. Though she may be friendly in the beginning, her attitude may change depending on your performance.

Screen Description

To enter the Combat School, highlight it from the main menu and press the ⊗ button. Select **YES** to confirm your intention of entering the Combat School and you will be presented with the School's menu options. Highlight menu options using the Directional buttons and confirm your selection by pressing the ⊗ button. The ➡ Directional button can be used to advance menu selections and the ⬅ Directional button can be used to backtrack through menu selections. Press the △ button to cancel menu selections.

ATTACK:	Select from one of two training challenges: **Pin Point** or **Survival.**
RESULT:	View results/rankings for the Pin Point and Survival training challenges.
OFFICE:	Combat School registration office. From here you can enroll or cancel your enrollment in the Combat School.
EXIT:	Exit the Combat School.

Tips (# 2): When the Combat School menu screen appears, press the ○ button to initiate conversation with instructor Meg. This is known as chat mode.

ENROLLING

To get started in the Combat School select **OFFICE** then **JOINING THE ARMY.** Create a new file by selecting an empty slot in the File Window. Follow the on-screen instructions and input your name and personal information. Please note that you must clear the first stage in Arcade Mission in order to enroll in the Combat School. Otherwise, Instructor Meg will turn you away.

CANCELING ENROLLMENT

Select OFFICE and then choose **DISCHARGE FROM ARMY.** Delete the desired file from the File Window.

Pin Point Training Challenge

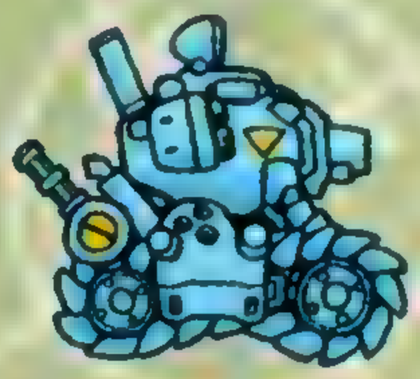
Choose **ATTACK** from the main Combat School menu, next select **PIN POINT** and then the file that will be used. This mode tests how quickly you can clear different stages. The stages available for play are the same as those in the Arcade Mission. The faster the stage completion time, the better the score. Please note that there are some differences in the rules when playing the Arcade Missions in this mode.

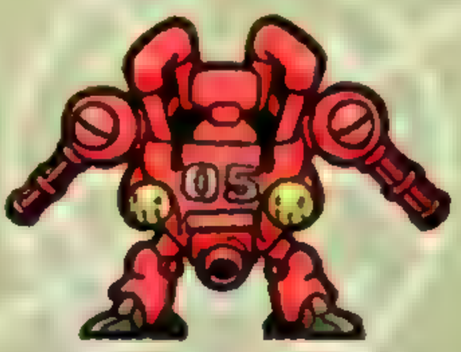
- No matter the setting in the **OPTION** menu, the default number of lives is three. The game ends when all three lives have been lost.
- Vehicle stamina has been decreased. One hit is now enough to incapacitate a vehicle.
- All weapons (not including cannons, grenades, etc.) have unlimited ammunition. Fire them as much as you wish!
- When the game is paused during this mode, the following menu options are available: **CONTINUE, RETRY, MISSION SELECT, and EXIT.**

Survival Training Challenge

Absolutely no mistakes are allowed in this mode. Choose **ATTACK** from the main Combat School menu, next select **SURVIVAL** and then the file that will be used. This mode can only be entered once all stages in the Arcade Mission mode have been successfully completed. Please note that there are some differences in the rules when playing the Arcade Missions in this mode.

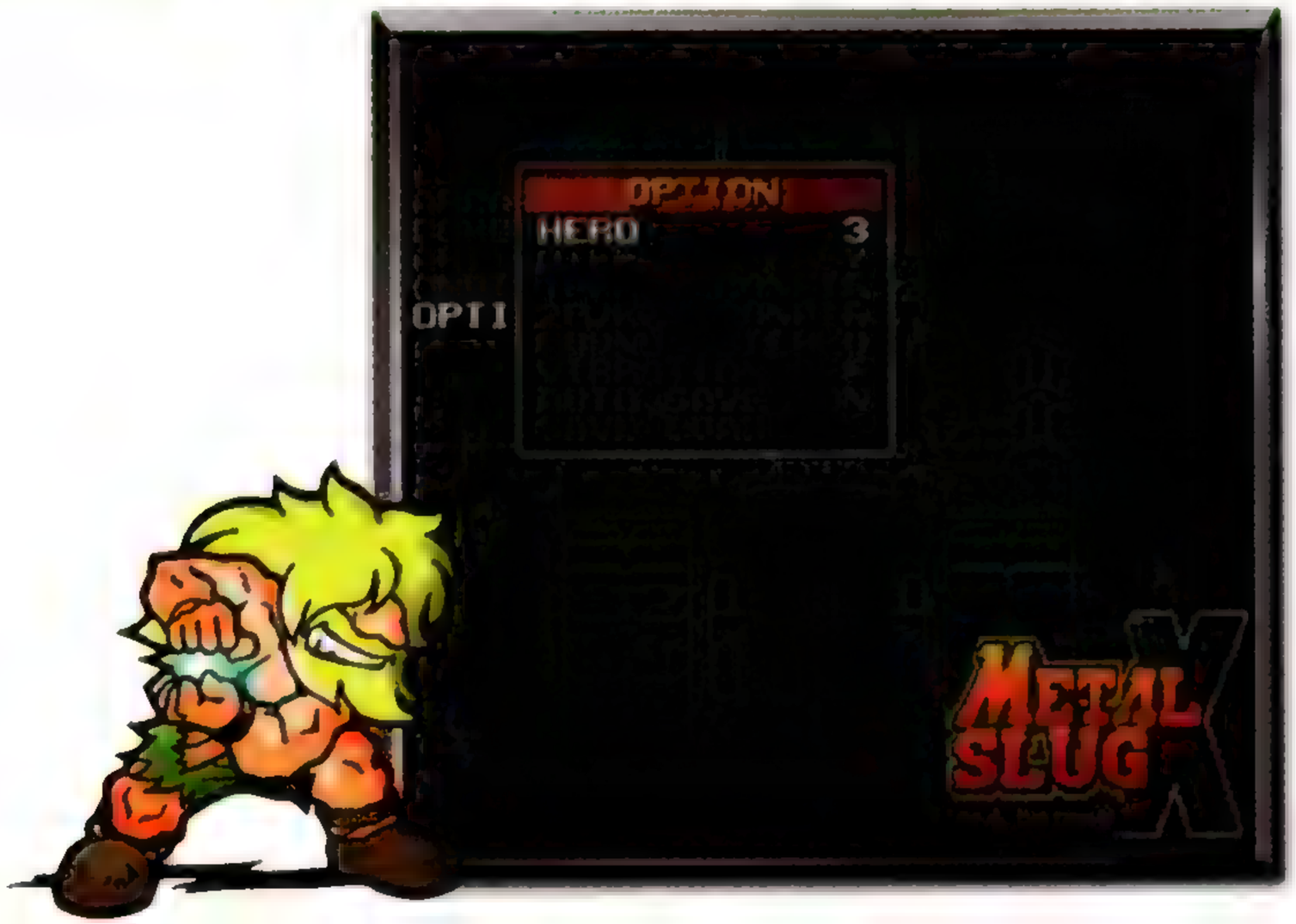
- All weapons (not including cannons, grenades, etc.) have unlimited ammunition.
- Vehicles are not available.
- One mistake and the game is over.
- When the game is paused during this mode, the following menu options are available: **CONTINUE** and **EXIT.**





Access this selection from the main game menu to save/load game data, make changes to controller functions and adjust/change other game features. Highlight menu selections using the Directional buttons and press the ⊗ button to confirm selections.

HERO:	Select the starting number of character lives (1-5) in Arcade Mission.
DIFFICULTY:	Set the level of difficulty (Easy, Normal, Hard, Very Hard) in Arcade Mission.
1P KEY CONFIG:	Make changes to default controller settings for player one.
2P KEY CONFIG:	Make changes to the default controller settings for player two.
SOUND:	Adjust the sound setting: Stereo or Mono.
VIBRATION:	Turn the controller's vibration function **ON/OFF.**
AUTO SAVE:	Save game data to a MEMORY CARD.
SAVE/LOAD:	Load game data from a MEMORY CARD. Manually save game data to a MEMORY CARD.
AUTO SAVE:	Switch the Auto Save feature **ON/OFF.**



CLASS RANKING

Class Rankings can be viewed via the Combat School menu.
To view rankings, select **RESULT** from the main Combat School menu.
Select **PERSONAL** to view individual scores, or TOP 5 to view the best five scores in the one and two player **PIN POINT** and **SURVIVAL** categories.

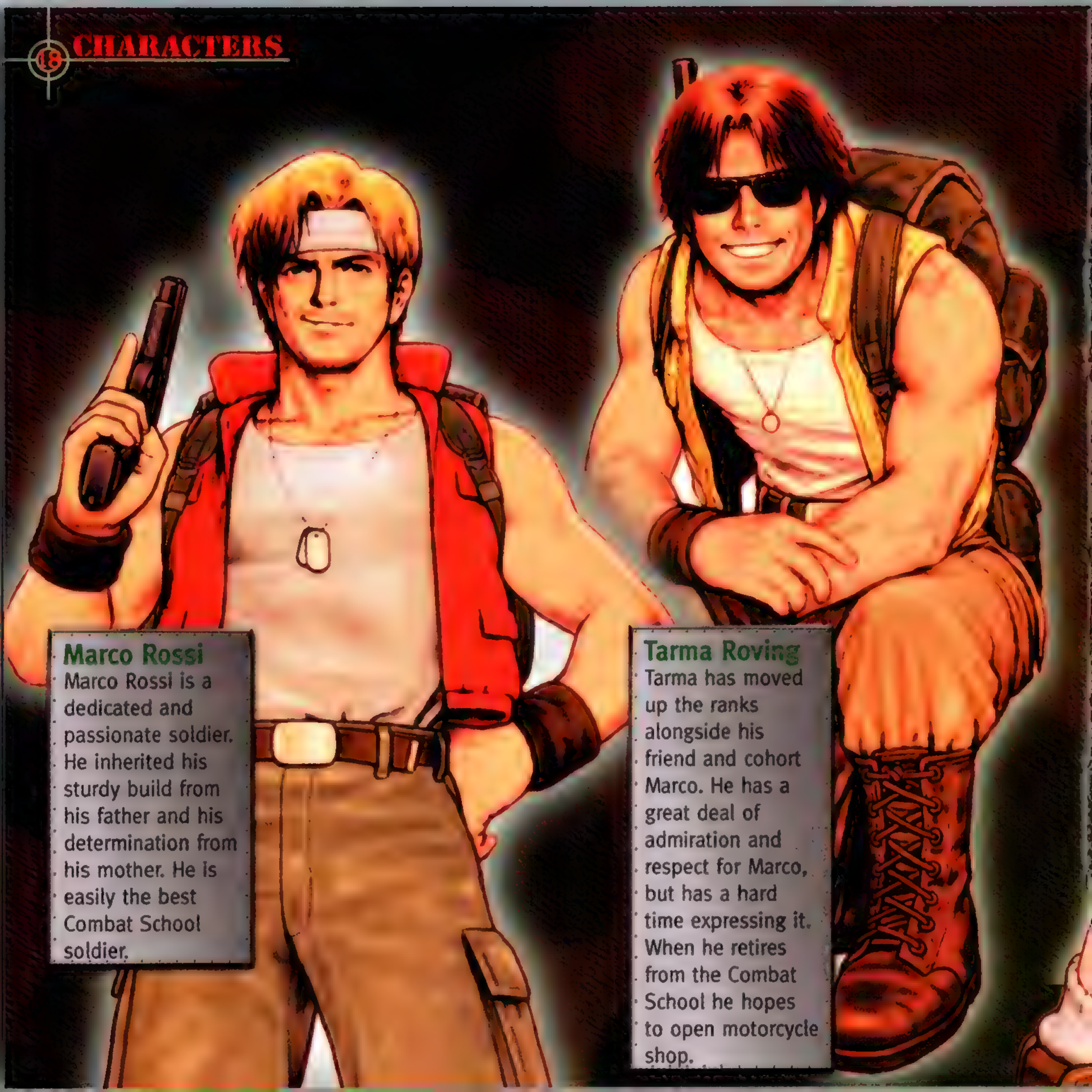
- General of the Army
- General
- Lieutenant General
- Major General
- Brigadier General
- Colonel
- Lieutenant Colonel
- Major
- Captain
- First Lieutenant
- Second Lieutenant
- Chief Warrant Officer
- Warrant Officer
- Sergeant Major
- Master Sergeant
- Sergeant First Class
- Staff Sergeant
- Sergeant
- Corporal
- Private First Class
- Private
- Recruit

Ranking System

Promotions in rank depend on your performance in the **PINPOINT** and **SURVIVAL** categories.
The higher your score, the better the chance you have of gaining
the instructor's respect.

Another Mission

This mode is for the elite of the elite, where worthy soldiers
can face difficult challenges and revel in the
accomplishment of daunting tasks.
How many stages will you be able to clear?

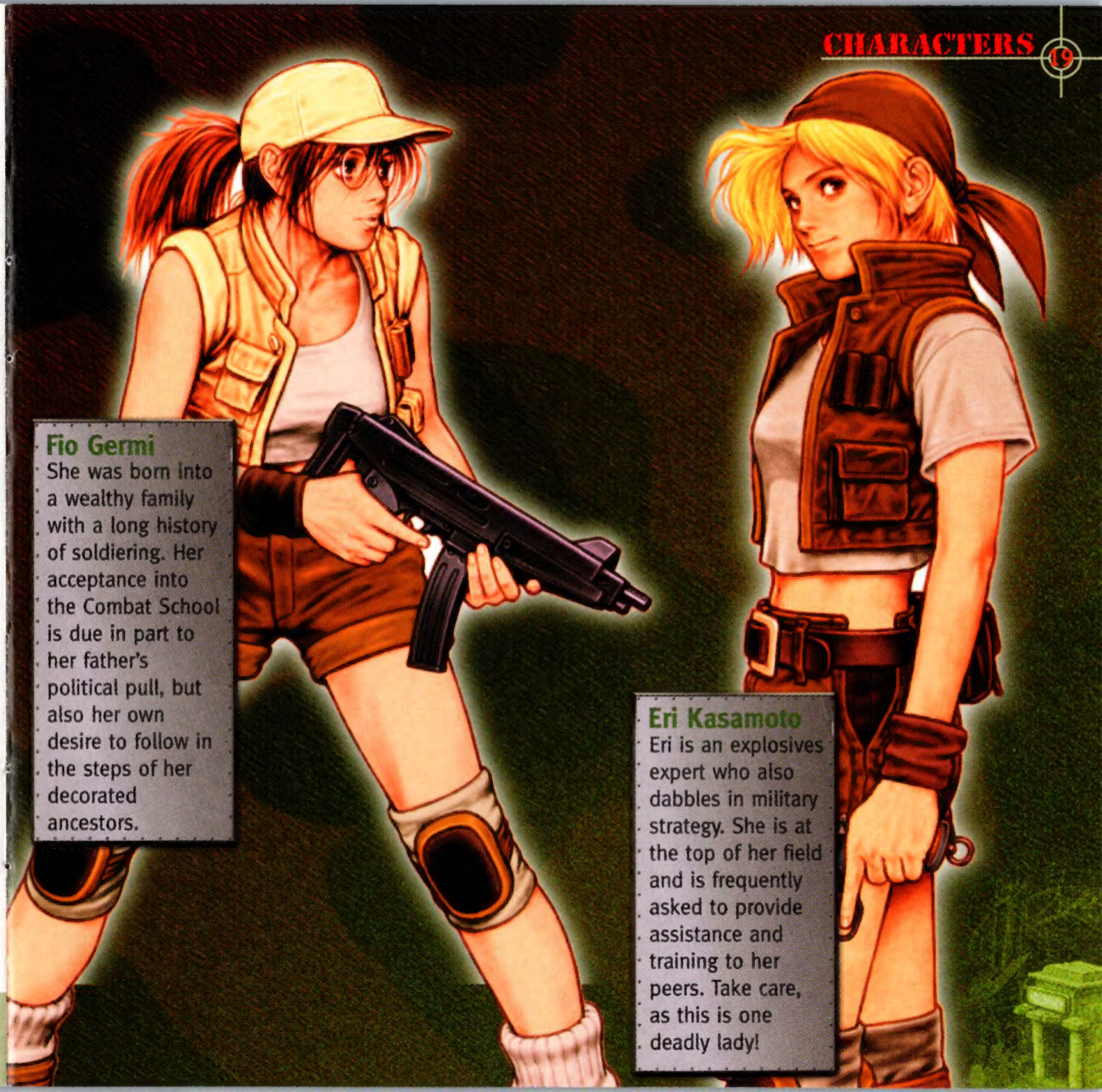


Marco Rossi

Marco Rossi is a dedicated and passionate soldier. He inherited his sturdy build from his father and his determination from his mother. He is easily the best Combat School soldier.

Tarma Roving

Tarma has moved up the ranks alongside his friend and cohort Marco. He has a great deal of admiration and respect for Marco, but has a hard time expressing it. When he retires from the Combat School he hopes to open motorcycle shop.



Fio Germi

She was born into a wealthy family with a long history of soldiering. Her acceptance into the Combat School is due in part to her father's political pull, but also her own desire to follow in the steps of her decorated ancestors.

Eri Kasamoto

Eri is an explosives expert who also dabbles in military strategy. She is at the top of her field and is frequently asked to provide assistance and training to her peers. Take care, as this is one deadly lady!

INSTRUCTOR MEG

The Combat School's most experienced instructor. Though she no longer works in the field her professional knowledge is unsurpassed.

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